

CURRICULUM VITAE – updated March 2026

Professor John Alexander Waterworth, PhD, CPsychol.

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Date and Place of Birth: 21st August 1951, England, UK

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John Waterworth is a consultant, writer and reviewer, focusing on psychological and experiential aspects of ICT application design and use in a wide variety of applications and settings. A central concern is the actual and potential impact of information technology on quality of life. He has a PhD in Experimental Psychology and is a Chartered Psychologist of the British Psychological Society and [Professor Emeritus](#) at Umeå University, Sweden. During his extensive research career, he has carried out research on topics such as speech-based interaction, information exploration and hypermedia, interactive tools to support creativity and learning, sense of presence, place and embodiment in computer-mediated environments, and ambient tools to support wellbeing over the lifespan.

Professor Waterworth has over [200 publications](#) to his name, including 8 books. He has published in a wide range of academic journals including: Perception, Interacting with Computers, Presence, Journal of Consciousness Studies, Leonardo, Frontiers in Computer Science, Frontiers in Aging Neuroscience, New Ideas in Psychology, Gerontechnology, Cyberpsychology, Behavior & Social Networking, International Journal of Man-Machine Studies, and Behaviour & Information Technology. Amongst numerous book chapters, he co-authored topic reference chapters for the Handbook of Virtuality (Oxford), the Handbook of Human Factors and Ergonomics (Wiley) and the Handbook of Human-Computer Interaction (Elsevier). His latest book – [The Displaced Self: Impacts of digital disembodiment on quality of life](#) – was published in October 2025. Other recent book titles include [The Psychosocial Reality of Digital Travel](#), co-authored with Ingvar Tjostheim, [Human-experiential design of presence in everyday blended reality](#), co-authored with Kei Hoshi, and [Feeling present in the physical world and in computer-mediated environments](#), co-authored with Giuseppe Riva..

John's teaching experience includes a variety of university courses, mostly at Master's level, on topics such as: Advanced Design Studio, Designing for User Experience, Trends in Human-Computer Interaction, and Presence in Computer-Mediated Environments. He has also organised and led popular courses for industry on the Psychology of Human-Computer Interaction, and has supervised nine successful PhD candidates to date.

As well as providing consultancy to a wide range of governmental and commercial organisations, John has attracted substantial research funding and participated in many international research projects over the course of his career in the UK, Singapore, Norway and Sweden. He has served as a keynote speaker on numerous occasions, on topics such as speech-based interaction with computers, supporting psychological and physical wellbeing with interactive technology, human-computer confluence, presence in VR, digital travel, and tools for everyday creativity.

Career Outline

2020-present Independent research consultant, reviewer and writer.

1994-present Dept of Informatics, Umeå University, Sweden

2020-present Professor Emeritus, consultant

2018-2020 Senior Professor of Informatics

2001-2018 Full Professor of Informatics

Director of Postgraduate Studies

Research leader of Q-Life Research Group

2008-2010 EU Funding Expert for Umeå University

1999-2001 Docent (Associate Professor) in Informatics

1994-1999 Senior Researcher in Informatics

2000-2006 Interactive Institute, Sweden

2000-2006 Research Manager, Tools for Creativity Studio in Umeå

1988-1994 Institute of Systems Science, Singapore

1988-1994 HCI Research Group Founder and Leader

1980-1988 British Telecom Research Labs, England

1980-1988 Researcher and Research Group Leader

1986-1987 Post-doc researcher, Logic Programming Group, Imperial College, London

1977-1980 University of Hertfordshire, England.

1977-1980 Postgraduate research student in Experimental Psychology

1978-1980 Psychology Laboratory Demonstrator

PhD in Experimental Psychology awarded 1984

1974-1977 Manchester Metropolitan University, England

BA (honours) in Psychology awarded 1977

Publications

Books, book chapters and journal papers

1. Tjostheim, I., Waterworth, J.A. (2026). Who Wants to Travel Digitally, and Why? – An Analysis of Personal Traits and Vicarious Sense of Place in a Virtual Environment. In Thomason, J., Baturay, M. H., Ritesh, J. and Çelik, F. (eds.), *Metaverse, MetaIntelligence and Infinite Worlds with AI* [Working Title]. InTechOpen, Online First 20 February 2026. DOI: 10.5772/intechopen.1013018
2. Waterworth, J. A (October, 2025). *The Displaced Self: Impacts of Digital Disembodiment on Quality of Life* Palgrave Macmillan, Cyberpsychology Series. <https://link.springer.com/book/9783031998317>
3. Waterworth, J., Tjostheim, I. (2024). Digital Travel Directions. In: Rocha, Á., Montenegro, C., Pereira, E.T., Victor, J.A.M., Ibarra, W. (eds) *Management, Tourism and Smart Technologies*. ICMTT 2024. *Lecture Notes in Networks and Systems*, vol 1190. Springer, Cham. https://doi.org/10.1007/978-3-031-74825-7_33
4. Tjostheim, I., Wales, C., Waterworth, J.A. (2024). Uncovering Dark Patterns - Learning Through Serious Gameplay About the Dangers of Sharing Data. In: Rocha, A., Adeli, H., Dzemyda, G., Moreira,

- F., Colla, V. (eds) Information Systems and Technologies. WorldCIST 2023. Lecture Notes in Networks and Systems, vol 800. Springer, Cham. https://doi.org/10.1007/978-3-031-45645-9_45
5. Tjostheim, I., Waterworth, J.A. (2024). Is There a Market for Digital Travel? Travellers' Views on Digital Travel and Willingness to Pay. In: Reis, J.L., Del Rio Araujo, M., Reis, L.P., dos Santos, J.P.M. (eds) Marketing and Smart Technologies. ICMaTech 2022. Smart Innovation, Systems and Technologies, vol 344. Springer, Singapore. https://doi.org/10.1007/978-981-99-0333-7_46
 6. Mary Webster, Kelly Norwood, John Waterworth & Gerard Leavey (2023) Effectiveness of Intergenerational Exchange Programs Between Adolescents and Older Adults: A Systematic Review, Journal of Intergenerational Relationships, DOI: 10.1080/15350770.2023.2267532
 7. John A. Waterworth and Ingvar Tjostheim. Editorial: Special Issue on Digital Travel. Cyberpsychology, Behavior, and Social Networking. Sep 2023.pp 670-671. <http://doi.org/10.1089/cyber.2023.29291.editorial>
 8. Tjostheim, I., Waterworth, J.A. (2023). Digital Travel – A Study of Travellers' Views of a Digital Visit to Mexico. In: Rocha, Á., Ferrás, C., Ibarra, W. (eds) Information Technology and Systems. ICITS 2023. Lecture Notes in Networks and Systems, vol 691. Springer, Cham. https://doi.org/10.1007/978-3-031-33258-6_17
 9. Tjostheim, I., Waterworth, J.A. (2023). Tomorrow's Digital Travellers—Who are they? A Study on Travellers' Views on Digital Travel Experiences. In: Carvalho, J.V., Abreu, A., Liberato, P., Peña, A. (eds) Advances in Tourism, Technology and Systems. Smart Innovation, Systems and Technologies, vol 345. Springer, Singapore. https://doi.org/10.1007/978-981-99-0337-5_32
 10. Waterworth, J.A. and Tjostheim, I. (2022). Digital Travel: defying distance and reality? The Psychologist,
 11. Waterworth John, Chignell Mark, Wiberg Mikael (2022) Editorial: Enhancing Quality of Life in Ambient Spaces. Frontiers in Computer Science, 4, DOI=10.3389/fcomp.2022.947056, <https://www.frontiersin.org/articles/10.3389/fcomp.2022.947056>, ISSN=2624-9898
 12. Tjostheim, I., & Waterworth, J. (2022). The Psychosocial Reality of Digital Travel: Being in Virtual Places. Palgrave MacMillan, Cham, ISBN978-3-030-91271-0. <https://link.springer.com/book/10.1007/978-3-030-91272-7>
 13. Rahimi, S., Khorasani, A., Rezaeizadeh, M. and Waterworth, J. (2022), "The virtual human resource development (VHRD) approach: an integrative literature review", *European Journal of Training and Development*, Vol. 46 No. 5/6, pp. 484-503. <https://doi.org/10.1108/EJTD-08-2020-0131>
 14. Hoshi, K., & Waterworth, J. (2020). Primitive Interaction Design (1st ed.). Springer. <https://www.springer.com/gb/book/9783030429539>
 15. Waterworth, J. A., Chignell, M., & Moller, H. (2020). Age-sensitive well-being support: design of interactive technologies that modulate internal-external attentional focus for improved cognitive balance and behavioral effectiveness. In Technology and health: promoting attitude and behavior change (pp. 67–88). Academic Press. <https://doi.org/10.1016/B978-0-12-816958-2.00004-6>
 16. Tjostheim, I., & Waterworth, J. (2020). Inverting the panopticon to safeguard privacy in ambient environments: an exploratory study. In Distributed, Ambient and Pervasive Interactions : DAPI 2020. Cham: Springer. https://doi.org/10.1007/978-3-030-50344-4_25
 17. Hoshi, K., & Waterworth, J. (2020). Ambient Interaction Design in a Primitive Society. In Distributed, Ambient and Pervasive Interactions: DAPI 2020. Cham: Springer. https://doi.org/10.1007/978-3-030-50344-4_5.

18. Moller, H., Waterworth, J., & Chignell, M. (2020). Returning to Nature: VR Mediated States of Enhanced Wellness. In *Distributed, Ambient and Pervasive Interactions: 8th International Conference, DAPI 2020, Held as Part of the 22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings* (pp. 593–609). Springer. https://doi.org/10.1007/978-3-030-50344-4_43.
19. Tjostheim, I., & Waterworth, J. (2020). Predicting personal susceptibility to phishing. In *Information technology and systems : proceedings of ICITS 2020* (564–575). Cham: Springer. https://doi.org/10.1007/978-3-030-40690-5_54.
20. Tjostheim, I., & Waterworth, J. A. (2020). Virtual Tourism in a Game Environment: Untangling Judged Affordances and Sense of Place. In *HCI in Games : Second International Conference, HCI-Games 2020, Held as Part of the 22nd HCI International Conference, HCII 2020, Copenhagen, Denmark, July 19–24, 2020, Proceedings* (S. 202–217). Cham: Springer. https://doi.org/10.1007/978-3-030-50164-8_14.
21. Tjostheim, I., Leister, W., & Waterworth, J. (2019). Telepresence and the role of the senses. In *Cognitive, Ethical and Scientific Dimensions of Artificial Intelligence: Themes from IACAP 2016*. Springer, 2019.
22. Waterworth, J. A. & Hoshi, K. (2016). *Human-Experiential Design of Presence in Everyday Blended Reality: Living in the Here and Now*. Springer, 2016, ISBN: 978-3-319-30334-5. <https://link.springer.com/book/10.1007/978-3-319-30334-5>
23. Waterworth, J. A., Waterworth, E. L., Álvarez, P., Gutiérrez, J., Carús, J. L., & Garcia, S. (2016). What Do Elderly Users Want and Need from Fitness Technologies?: Findings from the ELF@Home Project. In D. Villani, P. Cipresso, A. Gaggioli, & G. Riva (Eds.) *Integrating Technology in Positive Psychology Practice* (pp. 104-126). Hershey, PA: . doi:10.4018/978-1-4666-9986-1.ch005
24. Waterworth, J. A., Waterworth E. L., Riva, G. & Mantovani, F. (2015). Presence: Form, Content and Consciousness. In Lombard, M., Biocca, F., Freeman, J., IJsselsteijn, W., Schaevitz, R.J. (eds.), *Immersed in Media: Telepresence Theory, Measurement & Technology*. Springer. ISBN: 978-3-319-10189-7.
25. Ballesteros S, Prieto, A, Mayas J and Waterworth, J A (2015). Corrigendum: Brain training with non-action video games enhances aspects of cognition in older adults: a randomized controlled trial. *Frontiers in Aging Neuroscience*, ISSN 1663-4365, doi: 10.3389/fnagi.2015.00082.
26. Ballesteros S, Mayas J, Prieto, A, Toril, P, Pita, C, Ponce de León, L, Reales J M and Waterworth, J A (2015). A randomized controlled trial of brain training with non-action video games in older adults: results of the 3-month follow-up. *Frontiers in Aging Neuroscience*, ISSN 1663-4365, Vol. 7, Article 45.
27. Riva, G., Waterworth, J. A., Waterworth E. L., and Mantovani, F. (2015). Action, intention and self: An evolutionary model of presence. In Lombard, M., Biocca, F., Freeman, J., IJsselsteijn, W., Schaevitz, R.J. (eds.), *Immersed in Media: Telepresence Theory, Measurement & Technology*. Springer. ISBN: 978-3-319-10189-7.
28. Waterworth, J. A. & Riva, G. (2014). *Feeling Present in the Physical World and in Computer-Mediated Environments*. Basingstoke, UK: Palgrave Macmillan, 2014. ISBN: 978-1-13743-166-0. <https://link.springer.com/book/10.1057/9781137431677>
29. Waterworth, J. A. & Waterworth, E. L (2014). Altered, expanded and distributed embodiment: the three stages of interactive presence. In: *Interacting with Presence HCI and the Sense of Presence in Computer Mediated Environments / [ed.] Riva, G, Waterworth, J. A. & Murray, D., Warsaw: Walter de Gruyter, 2014. ISBN: 978-3-11-040969-7.*
30. Riva, G., Waterworth, J. A. & Murray, D. (eds.) (2014). *Interacting with Presence: HCI and the sense of presence in computer-mediated environments*. Warsaw: De Gruyter. ISBN: 978-3-11-040969-7.

31. Riva, G., Waterworth, J. A. & Murray, D. (2014). Editors' Introduction. In: *Interacting with Presence HCI and the Sense of Presence in Computer Mediated Environments* / [ed.] Riva, G, Waterworth, J. A. & Murray, D., Warsaw: Walter de Gruyter, 2014. ISBN: 978-3-11-040969-7.
32. Waterworth, J. A. & Waterworth, E. L (2014). Distributed Embodiment: Real Presence in Virtual Bodies. Book chapter in Grimshaw, M. (ed.) *The Oxford Handbook of Virtuality*. ISBN: 978-0-19-982616-2.
33. Riva, G. & Waterworth, J. A. (2014). Being Present in a Virtual World. Book chapter in Grimshaw, M. (ed.) *The Oxford Handbook of Virtuality*. ISBN: 978-0-19-982616-2.
34. Ballesteros S, Prieto, A, Mayas J, Toril P, Pita, C, Ponce de León, L, Reales J M and Waterworth, J A (2014). Brain training with non-action video games enhances aspects of cognition in older adults : a randomized controlled trial. *Frontiers in Aging Neuroscience*, ISSN 1663-4365, Vol. 6, Article 277.
35. Ballesteros S, Toril P, Mayas J, Reales J M and Waterworth, J A (2014), An ICT-mediated social network in support of successful ageing. *Gerontechnology*, 13, 1 39-48.
doi:10.4017/gt.2014.13.1.007.00
36. Peter, C, Kreiner, A, Schröter, M, Kim, H, Bieber, G, Öhberg, F, Hoshi, K, Waterworth, E L, Waterworth J and Ballesteros, S (2013), AGNES: Connecting People in a Multimodal Way. *Journal on Multimodal User Interfaces*, 7(3): 229-245. April 2013.
<http://dx.doi.org/10.1007/s12193-013-0118-z>
37. Waterworth, J A, Waterworth E L, Mantovani, F & Riva, G. (2012) Editorial. *Interacting with Computers*, Special Issue on Presence and Interaction:
<http://dx.doi.org/10.1016/j.intcom.2012.05.003>
38. Ballesteros, S. Waterworth, J.A., Mayas, J., Reales, J.M., & Sebastián, M., The role of information computer technology and networking in healthy aging. *Aging Clinical and Experimental Research*, Vol. 23, Suppl. to No.1 February 2011, p. 113.
39. Riva, G., Waterworth, J. A., Waterworth E. L., & Mantovani, F. (2011). From Intention to Action: The Role of Presence. *New Ideas in Psychology*, 29 (2011), 24-37.
40. Waterworth, J. A., Waterworth E. L., Mantovani, F. & Riva, G. (2010). On feeling (the) present: an evolutionary account of the sense of presence in physical and electronically-mediated environments. *Journal of Consciousness Studies*, 17 (1-2), 167-189.
41. Fallman, D. & Waterworth, J. A., (2010) Capturing user experiences of mobile information technology with the Repertory Grid Technique. *Human Technology*, 6 (2), 250-268.
42. Waterworth, E L and Waterworth J A (2010). Mediated Presence in the Future. In Cheryl Campanella Bracken, Paul Skalski (eds) *Immersed in Media: Telepresence in Everyday Life*. New York: Routledge. ISBN: 978-0-415-99340-1
43. Waterworth, E L and Waterworth J A (2009). Designing ICT for the over 80s. In Topo, P. & Östman, B. (2009), *Dementia, Design and Technology: Time to Get Involved*. Amsterdam: IOS Press. ISBN: 978-1-58603-950-9.
44. Waterworth, J A and Waterworth E L (2009). The Presence of Happiness. In Benyon, D., Smyth, M. & Helgason, I. (eds): *Presence for everyone*. Edinburgh: Edinburgh Napier University Centre for Interaction research, ISBN 978-0-9562169-0-8.
45. Waterworth, J A and Waterworth E L (2006). Presence as a Dimension of Communication: Context of Use and the Person. In Riva, G, Anguera, M T, Wiederhold B K, and Mantovani F (eds): *From Communication to Presence: Cognition, Emotions and Culture towards the Ultimate Communicative Experience (Festschrift in honor of Luigi Anolli)*. Amsterdam: IOS Press. ISBN: 1-58603-662-9.

46. Waterworth, E L and Waterworth, J A (2006). The ELITE approach to designing IT for the elderly. *Gerontechnology*, 5(2), 2006.
47. Riva, G, Waterworth, J A and Waterworth, E L (2004). The Layers of Presence: a bio-cultural approach to understanding presence in natural and mediated environments. *Cyberpsychology and Behavior*, 7 (4) 402-416.
48. Waterworth, J A and Waterworth, E L (2003). Being and Time: Judged Presence and Duration as a Function of Media Form. *Presence: Teleoperators and Virtual Environments*, 12, 5, 495-511.
49. Waterworth, J A and Waterworth, E L (2003). The Core of Presence: Presence as Perceptual Illusion. *Presence-Connect*, 3 (3), posted 24-07-2003.
50. Waterworth, J A (2003). Virtual Realisation: Supporting Creative Outcomes in Medicine and Music. *Psychology*, 1 (4), 410-427.
51. Waterworth, E L, Häggkvist, M, Jalkanen, K, Olsson, S, Waterworth, J A and Wimelius, H(2003). The Exploratorium: An Environment To Explore Your Feelings. *Psychology*, 1 (3), 189-201.
52. Riva, G and Waterworth, J A (2003). Presence and the Self: a cognitive neuroscience approach. *Presence-Connect*, 3 (3) April.
53. Waterworth, J A and Waterworth E L (2003). The Meaning of Presence. *Presence-Connect*, 3 (3) February.
54. Waterworth, J A (2003). Illusionen av att vara den som styr (The Illusion of Being in Control). Book chapter in "Friktion: Om mötet mellan olikheter i IT-forskning". Stockholm: Interactive Institute, Raster Förlag. (in Swedish). ISBN 978-91-98215-131.
55. Waterworth, J A, Lund A and Modjeska, D (2003). Experiential Design of Shared Information Spaces. In Munro, A, Höök, K and Benyon, D (eds.) "Designing Information Spaces: The Social Navigation Approach". London: Springer. ISBN: 1-85233-661-7
56. Waterworth, E L and Waterworth, J A (2003). The Illusion of Being Creative. Book chapter in Riva, Davide and Ijsselstein (eds) "Being There", Amsterdam: IOS Press. ISBN: 1-58603-301-8.
57. Waterworth, J A (2002) Consciousness, Action and Designed Virtual Space: linking information technology, the mind and human creativity. In Borillo and Goulette (eds), "Cognition et creation: Explorations cognitives des processus de conception". Sprimont, Belgium: Mardaga. (in French). ISBN: 2-87009-803-0.
58. Waterworth, E L and Waterworth J A (2001) Focus, Locus and Sensus: the 3 Dimensions of Virtual Experience. *Cyberpsychology and Behavior*, 4 (2) 203-214.
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66. Waterworth, J A (1997). Creativity and Sensation: The Case for Synaesthetic Media. *Leonardo*, 30, (4) 327-330, 1997.
67. Serra, L and Waterworth, J A (1996). Designing Virtual Selectors for Surgeons. *Applied Ergonomics*, 28 (4), 269-275, 1996.
68. Waterworth, J A (1996). A pattern of islands: exploring public information space in a private vehicle. In: P. Brusilovsky, P. Kommers and N. Streitz (eds.): *Multimedia, Hypermedia and Virtual Reality: Models, Systems, and Applications*. Lecture Notes in Computer Science, Berlin: Springer-Verlag, pp. 266-279, 1996.
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70. Waterworth, J A, Chignell, M H and Zhai, S M (1993). From Icons to Interface Models: Designing Hypermedia from the Bottom Up. *International Journal of Man-Machine Studies*, 39, 453-472, 1993.
71. Waterworth, J A (1992a). *Multimedia Interaction: human factors aspects*. Chichester, UK: Ellis Horwood (Simon and Schuster International), 1992. 213 pages.
72. Waterworth J. A. (1992b), *Multimedia: Tecnologia e applicazioni*, (Italian edition of Waterworth 1991, below). Padova, Italy: Franco Muzzio.
73. Waterworth, J A (ed.) (1991). *Multimedia: technology and applications*. Chichester, UK: Ellis Horwood (Simon and Schuster International), 1991. 291 pages.
74. Chignell, M H, Nordhausen, B, Valdez, J F and Waterworth, J A (1991). The HEFTI Model of Text to Hypertext Conversion. *Hypermedia*, 3 (3), 187-206.
75. Waterworth, J A and Chignell, M H (1991). A Model of Information Exploration. *Hypermedia*, 3 (1), 1991, 35-58.
76. Chignell, M H and Waterworth, J A (1991). WIMPs and NERDs: An Extended View of the User Interface. *ACM SIGCHI Bulletin*, 23 (2), 1991, 15-21.
77. Chignell, M H, Valdez, J F and Waterworth, J A (1991). Knowledge Engineering for Hypermedia. Chapter 10 of *Multimedia: technology and applications* edited by Waterworth, J A. Chichester, UK: Ellis Horwood (Simon and Schuster International), 239-269.
78. Waterworth, J A (1989). Interactive Strategies for Conversational Computer Systems. Chapter 25 of *The Structure of Multimodal Dialogue* edited by Taylor, M M, Neel, F, and Bouwhuis, D G. North-Holland, The Netherlands, 1989. Pages 331-343.
79. Neel, F, Waterworth, J A, and Howes, J (1989). Dialogue with a Restricted Partner. Chapter 34 of *The Structure of Multimodal Dialogue* edited by Taylor, M M, Neel, F, and Bouwhuis, D G. North-Holland, The Netherlands, 1989. Pages 455-467.
80. Waterworth, J A and Talbot, M (1989). *L'Elaborazione del Linguaggio Naturale* (Italian edition of Waterworth and Talbot 1987, below). Padova, Italy: Franco Muzzio, 1989. 205 pages.

81. Waterworth, J A and Chignell, M H (1989). A Manifesto for Hypermedia Usability Research. *Hypermedia*, 1 (3), 1989, 205-234.
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83. Waterworth, J A (1989). User Interfaces for Multimedia Systems. *Information Technology, Journal of the Singapore Computer Society*, 2, 23-34, 1989.
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85. Waterworth, J A and Talbot, M (1987). *Speech and Language-Based Interaction with Machines*. Chichester, UK: Ellis Horwood, 1987. 168 pages.
86. Waterworth, J A, and Holmes, W (1986). Understanding Machine Speech, *Current Psychological Research and Reviews*, 5, 1986, 228-245.
87. Waterworth, J A (1986). Human Processing of Machine Speech, *BT Technology Journal*, 4, 47-54.
88. Waterworth, J A (1985). Memory Mechanisms and the Psychophysical Scaling of Duration, *Perception*, 14, 1985, 81-92.
89. Waterworth, J A (1984). Speech Communication: How to Use IT. Chapter 13 of *Fundamentals of Human-Computer Interaction* edited by Monk, A. London: Academic Press, 1984. Pages 221-236.
90. Waterworth, J A and Lo, A N W (1984). Example of an Experiment: Evaluating Speech Synthesisers for Public Announcements. Chapter 7 of *Fundamentals of Human-Computer Interaction* edited by Monk, A. London: Academic Press, 1984. Pages 88-102.
91. Waterworth, J A (1984). The Influence of Variations in Cognitive Processing on the Perception of Time. PhD thesis, University of Hertfordshire, UK. British Library Accession Number: D50267/84
92. Waterworth, J A (1984). Interaction with Machines by Voice: A Telecommunications Perspective, *Behaviour and Information Technology*, 3, 1984, 163-177.
93. Waterworth, J A (1983). Effect of Intonation Form and Pause Durations of Automatic Telephone Number Announcements on Subjective Preference and Memory Performance, *Applied Ergonomics*, 14, 39-42.
94. Waterworth, J A (1983). Man-machine Speech Dialogue Acts, *Applied Ergonomics*, 13, 1982, 203-207. Also published in *British Telecom Technology Journal*, 1, 1983, 106-112 and awarded the BT Gordon Radley Fund Christopher Columbus prize in 1984.

Conference Presentations

95. Ingvar Tjostheim, Chris Wales and John A. Waterworth (2024). Sexting, age and digital vulnerabilities. Accepted for 12th International Conference on Human Interaction and Emerging Technologies (IHET 2024), Venice, Italy 26-28 August, 2024
96. Waterworth, J. A & Tjostheim, I. (2024). Digital Travel Directions. Proceedings of International Conference on Management, Tourism and Technology '24, Cusco, Peru, May 9-11.
97. Tjostheim, I., & Waterworth, J. (2024). Exploring susceptibility to phishing: the cognitive reflection test and other possible predictors. The 57th Hawaii International Conference on System Sciences, Honolulu, Hawaii, January 3-6, 2024.

98. Tjostheim, I., Wales, C., & Waterworth, J. (2023). Uncovering dark patterns: Learning through serious gameplay about the dangers of sharing data. Presented at the WorldCIST23, World Conference on Information Systems and Technologies, Pisa, Italy, April 4-6 2023.
99. Tjostheim, I., & Waterworth, J. (2023). Human sovereignty when a disease is controlled through restrictions on persons: Citizens' views on whether scientific evidence for restrictions is necessary. Presented at the IACAP 2023, Prague, Czech Republic, The International Association of Computing and Philosophy Conference, 3-5 July 2023
100. Tjostheim, I., Ayres-Pereira, V. & Waterworth, J. (2021). Human sovereignty in a lock-down situation: is there room for privacy? Presented at the Society for Philosophy and Technology Conference - SPT 2021, Lille, France, June 2021.
101. Tjostheim, I. & Waterworth, J. (2020). Integrating the world of presence theory: Illusion, pretence, attending, and pretending. Conference: Presence 2020: 18th conference of the International Society for Presence Research (ISPR), September. On-line proceedings.
102. Waterworth, J. (2020). Not 'the computer' but 'the place' : designing and evaluating future ambient spaces for improved quality of life in the elderly (Vol. 142, pp. 69–69). Presented at the Better Future of Healthy Ageing (BFHA) 2020, E-conference, Zagreb, Croatia, 3-5 June, 2020, Zagreb: Hrvatski Lijecnicki Zbor.
103. Moller, H., Saynor, L., Waterworth, J., & Chignell, M. (2019). Nature and Nurture across the ages : Modest means for modern times. Proceedings of ArtsIT 2019. Springer. <http://urn.kb.se/resolve?urn=urn:nbn:se:umu:diva-164267>.
104. Mannapperuma, C., Street, N., & Waterworth, J. (2019). Designing usable Bioinformatics Tools for specialized users. Presented at the ICITS'19 - The 2019 International Conference on Information Technology & Systems.
105. Waterworth, J., Chignell, M., Moller, H., & Kandylis, D. (2018). Presence and human development : age-specific variations in presence and their implications for the design of life-enhancing interactive applications. Presented at the PRESENCE 2018, 18th conference of the International Society for Presence Research (ISPR).
106. Moller, H., Chignell, M., & Waterworth, J. (2018). Using the Senses to Make Sense : From Aesthetics to Ethics. In Proceedings of Presence 2018 : 18th conference of the International Society for Presence Research (ISPR).
107. Waterworth, J. (2016). The effects of ICT based training on cognition and well-being among healthy older people. Presented at the 23NKG2016 - 23rd Nordic Conference on Gerontology
108. Danielsson, K., Lindgren, H., Mulvenna, M., Nilsson, I., & Waterworth, J. (2017). Digital technology in healthcare and elderly care. In Proceedings of ECCE 2017. ACM, New York.
109. Carús, J. L., García, S. García, R., Waterworth, J. A. & Erdt, S. (2014). The ELF@Home project : elderly sELF-care based on sELF-check of health conditions and sELF-fitness at home. In: Proceedings of pHHealth 2014: 11th International Conference on Wearable Micro and Nano Technologies for Personalized Health, Vienna, 2014.
110. Waterworth, J. A. (2013). Improving quality of life for elderly people living alone : state detection : ambient interaction : social networking. AAL Forum 2013, Norrköping, 24-26 September 2013.
111. Waterworth, J A (2013) Supporting the elderly with new interactive technology in their homes. To be presented at the Symposium on The Aging Mind and Brain: Cognitive Enrichment, 13th European Congress of Psychology, Stockholm, 9-12 July 2013.

112. Waterworth, J. A. (2012). The AGNES Project: Elderly Users as Co-Designers of Supportive ICT. 2nd International Conference on Aging, Cognition, and Neuroscience. Madrid, December 2012.
113. Eva L. Waterworth, John A. Waterworth, Christian Peter, Soledad Ballesteros (2012) Seniors in charge of ICT innovation. 5th Workshop on Affect and Behaviour Related Assistance. PETRA 2012, Crete, June 6-8, 2012.
114. Christian Peter, Kreiner Andreas, Martin Schröter, Gerald W. Bieber, John A. Waterworth (2012). The AGNES System for Ambient Social Interaction. 5th Workshop on Affect and Behaviour Related Assistance. PETRA 2012, Crete, June 6-8, 2012.
115. Soledad Ballesteros, Christian Peter, Eva L. Waterworth, John A. Waterworth (2012). The role of ICT and networking in healthy ageing. 5th Workshop on Affect and Behaviour Related Assistance. PETRA 2012, Crete, June 6-8, 2012.
116. Soledad Ballesteros, Pilar Toril, Julia Mayas, José M. Reales, John A. Waterworth and the AGNES Consortium (2012). The Role of a New ICT Home Environment in Healthy Ageing. BRAID final conference, Prague, May 28 2012.
117. Ballesteros, S., Sebastián, M., Toril, P., Mayas, J., Reales, J.M., & Waterworth, J.A. (2011). Cognitive enrichment effects in aging: Can new information technology and networking preserve and enhance cognitive functions and wellbeing of older adults? Joint Meeting of the 53th Congress of the Sociedad Española de Geriátría y Gerontología and 7th Congress of the European Union Geriatric Medicine Society (28-30 September, 2011).
118. Waterworth, J. A., Lundström, R. & Waterworth, E. L. (2010). AGNES - User-sensitive Home-based Systems for Successful Ageing in a Networked Society. *MTD 2010 - Medicinteknikdagarna 2010*, Umeå, Sweden, October 6-7, 2010.
119. Hoshi, K. & Waterworth, J.A. (2009). Tangible Presence in Blended Reality Space. Proceedings of Presence 2009: 12th Annual International Workshop on Presence, Nov. 11-13, Los Angeles, USA. ISBN: 978-0-9792217-3-6.
120. Chignell, M.H., Hosono, N., Fels, D., Lottridge, D.M., & Waterworth, J.A. (2009). Mobility, Emotion, and Universality in Future Collaboration. In Gross, T., Gulliksen, J., Kotze, P., Oestreicher, L., Palanque, P.A., Oliveira Prates, R., and Winckler, M. (Eds.): Human-Computer Interaction - INTERACT 2009, 12th IFIP TC 13 International Conference, Lecture Notes in Computer Science 5727, pp. 924-925.
121. Hoshi, K, Pesola, U-M, Waterworth, E L & Waterworth, J (2009). Tools, Perspectives and Avatars in Blended Reality Space. In Weiderhold, B. K. & Riva, G. (eds) Annual International CyberTherapy and CyberPsychology 2009 . Italy, June 2009. Amsterdam: IOS Press.
122. Waterworth, J. A., Ballesteros, S., Peter, C., Bieber, G. et al. (2009). Ageing in a Networked Society – Social Inclusion and Mental Stimulation. Proceedings of Workshop on Affect and Behaviour Related Assistance in Support for the Elderly. Corfu, Greece, June 2009.
123. Waterworth, J. A., Ballesteros, S. & Peter, C. (2009) User-sensitive Home-based Systems for Successful Ageing. Proceedings of HSI 2009 - 2nd international conference on Human System Interaction, May 2009
124. Waterworth, J A and Waterworth, E L (2008). Presence in the Future. Proceedings of Presence 2008 International Workshop on Presence, Padova, Italy, October.
125. Hoshi, K and Waterworth, J A (2008). Effective collaboration for healthcare by bridging the reality gap across media-physical spaces. Proceedings of *PETRA: 1st International Conference on Pervasive Technologies Related to Assistive Environments*, Athens, July 2008.

126. Waterworth, J A (2008). Information technology, the sense of presence, and the evolution of the conscious self. Proceedings of Toward a Science of Consciousness 2008. University of Arizona, Tucson, USA, April 2008.
127. Waterworth, J. A. and Waterworth, E. L. (2007). Interactive technology and cognitive well being: New approaches to maintaining and improving cognitive functions in the elderly. The 2nd International Conference on Technology and Aging (ICTA), Toronto, June 2007.
128. Waterworth, J A and Fällman, D (2007). Capturing users' experiences of interactive mobile technology with the Repertory Grid Technique. British Psychological Society Annual Conference, York, UK, March 2007.
129. Peter, C, Waterworth, J A and Voskamp, J (2007). Sensing Mood to Counteract Dementia. International Workshop on Pervasive Technologies for the support of Alzheimer's Disease and Related Disorders, Thessaloniki, Greece, Feb 2007.
130. Waterworth, E L and Waterworth, J A (2006). Designing IT for Older People. Proceedings of eChallenges 2006. Barcelona, October 2006.
131. Waterworth, E L and Waterworth, J A (2006). The Presence of Emotion: Designing the Feeling of Being There in Interactive Media Experiences. Proceedings of Design and Emotion 2006. Gothenburg, September 2006.
132. Waterworth, E L and Waterworth, J A (2005). ELITE design: IT for the elderly. BCS HCI2005: The Bigger Picture, Edinburgh, UK, September 2005.
133. Waterworth, E L and Waterworth, J A (2005). Designing EmoHCI: Emotions and presence in HCI. HCI2005: The Bigger Picture, Edinburgh, UK, September 2005.
134. Preziosa, A, Grassi, A, Villani, D, Mantovani, F, Waterworth, J, Freeman, J and Riva, G (2005) Mobile Narratives to Improve the Quality of Life: An Experimental Research. CyberTherapy 2005, Basel, Switzerland, June 2005.
135. Villani, D, Riva, F, Waterworth, E L, Waterworth, J, Freeman, J and Riva G (2005) Virtual Reality to Reduce Anxiety in Healthy Populations: The Relaxation Island CyberTherapy 2005, Basel, Switzerland, June 2005
136. Fällman, D and Waterworth, J A (2005) Dealing with User Experience and Affective Evaluation in HCI Design: A Repertory Grid Approach, Workshop Paper, CHI 2005, Conference on Human Factors in Computing Systems, Portland, Oregon April 2005.
137. Waterworth, J A and Waterworth, E L (2004). Relaxation Island: A Virtual Tropical Paradise. Interactive Experience. Proceedings of BCS HCI2004: Designing for Life, Leeds, UK, September 2004.
138. Waterworth, E L, Waterworth, J A, Häggqvist, M, Jalkanen, K, Olsson, S, Wimelius, H and Yttergren, B (2004). Mood Devices: Interactive media and mental health. Proceedings of e-Society 2004, Avila, Spain, July 2004.
139. Waterworth, E L, Häggqvist, M, Jalkanen, K, Olsson, S, Waterworth, J A, Antonsson, E, Chapman, K, Keogh, E and Freeman, J (2004). Eyes Open or Closed: is a virtual beach more relaxing than an imagined beach? Proceedings of Design and Emotion 2004, Ankara, Turkey, July 2004.
140. Waterworth, E L, Augustsson, N-P and Waterworth, J A (2004). Game of Memories. Proceedings of WWCS, 7th International Conference on Work with Computing Systems, Kuala Lumpur, Malaysia, June 2004.

141. Waterworth, J A, Riva G and Waterworth, E L (2003). The Strata of Presence: Evolution, Media, and Mental States. Presented at Presence 2003. Aalborg, Denmark, October 6-8.
142. Riva, G and Waterworth, J A (2003). Emotions and Presence: A dual link. Presented at Presence 2003. Aalborg, Denmark, October 6-8.
143. Waterworth, J A and Fällman, D (2003). The Reality Helmet: Transforming the Experience of Being-in-the-World. Interactive Experience at HCI 2003, Bath, UK, September.
144. Fallman, D., Jalkanen, K., Lorstad, H., Waterworth, J., & Westling, J. (2003) The Reality Helmet: A Wearable Interactive Experience. Proceedings of Siggraph 2003, Sketches & Applications, San Diego, CA, July 27-31.
145. Waterworth, J A and E L. The Illusion of Being. Interactive Experience, BCS HCI 2002, London, September 2002.
146. Waterworth, J A, Waterworth, E L and Westling, J (2002). Presence as Performance: the mystique of digital participation. Proceedings of Presence 2002. Porto, Portugal, October 9-11.
147. Alcañiz, M, Baños, R, Botella, C, Cottone, P, Freeman, J, Gaggioli, G, Keogh, E, Mantovani, F, Mantovani, G, Montesa, J, Perpiñá, C, Rey, B, Riva, G and Waterworth, J A (2002). The EMMA project: engaging media for mental health applications. Presented at Presence 2002. Porto, Portugal, October.
148. Waterworth, E L and Waterworth, J A (2002). Sensational in(ter)->action: designing creative learning environments. Proceedings of the Third International Conference on Design and Emotion, Loughborough University, UK, July 2002.
149. Waterworth, J A (2002). Dextrous and Shared Interaction with Medical Data: stereoscopic vision is more important than hand-image collocation. Proceedings of Medicine Meets VR 2002 (Newport Beach, California, USA, January 2002). Amsterdam: IOS Press.
150. Waterworth J A and Waterworth E L (2001) In Tent, In Touch: beings in seclusion and in transit. Short Paper presented at CHI 2001 Conference on Human Factors in Computing Systems. Seattle, Washington, USA, March/April 31-5.
151. Waterworth, J A and E L (2001) Affective Creative Spaces: the interactive tent and the illusion of being. In Helander, Khalid and Tham (Editors) Proceedings of the 1st International Conference on Affective Human Factors Design (Singapore, June 26-29). London: Asean Academic Press.
152. Waterworth, E L and J A, and Lauria, R (2001) - The Illusion of Being Present. Presented at Presence 2001 4th International Workshop, Philadelphia, May 21-23.
153. Waterworth, J A (2001) Virtual Reality, Professional Skills, and Creativity in the Future Home. Presented at HCI International 2001, 9th International Conference on HCI, New Orleans, USA, August 5-10, 2001.
154. Waterworth, E. L and Waterworth J A (2001) Perceptually-Seductive Technology in Special Needs Education. In Proceedings of HCII, UAHCI 2001 Conference, theme Information Society for All, New Orleans, USA, August 5-10.
155. Waterworth, J A (2000). Dextrous VR: the Importance of Stereoscopic Display and Hand-Image Collocation. In Proceedings of Eurographics Workshop on Virtual Environments '00, CWI, Amsterdam, June 2000. Vienna: Springer.
156. Waterworth, E L and Waterworth J A (2000). Using a Telescope in a Cave: Presence and Absence in Educational VR. Presented at Presence2000 Third International Workshop on Presence, Delft, Holland, March 2000.

157. Modjeska D and Waterworth J A (2000). Effects of Desktop 3D World Design on User Navigation and Search Performance. Presented at IV2000, International Conference on Information Visualisation, London, England, July 2000.
158. Waterworth, J A (1999). The Scope of Virtual Presence. Presented at the 2nd International Workshop on Presence, University of Essex, UK, April 1999.
159. Waterworth, J A (1999). The State of the State of the Art: VR in Surgery is not yet Reality. Presented at Medicine Meets Virtual Reality: 7. San Francisco, January 1999.
160. Waterworth, J A (1998). Technology in Support of Returning - From Conscious Doing to Consciously Being. Conference on Science and the Primacy of Consciousness. University of Lisbon, Portugal, April 1998.
161. Lindh, E and Waterworth, J A (1998). To be or not to be conscious. Consciousness Reframed II: art and consciousness in the post-biological era, Second International Research Conference, Centre for Advanced Inquiry in the Interactive Arts, University of Wales College, Newport. August 1998.
162. Lund, A and Waterworth, J A (1998). Experiential Design: Reflecting Embodiment at the Interface. Computation for Metaphors, Analogy and Agents: A Workshop, University of Aizu, Japan, April 1998.
163. Waterworth, J A (1997). Back to Being: VR, the Mind in the Body and the Body in the Mind. Proceedings of Consciousness Reframed, First International Research Conference, Centre for Advanced Inquiry in the Interactive Arts, University of Wales College, Newport. July 1997.
164. Waterworth, J A (1996). Creativity and Sensation: The Case for Synaesthetic Media. Proceedings of "Creativity and Cognition 96", LUTCHI Research Centre, Loughborough University, 29-30th April.
165. Waterworth, J A (1996). Virtual Reality for Animals. Paper presented at Ciber@RT'96, First International Conference on Virtual Reality. Valencia, Spain, November 1996.
166. Wong, J F and Waterworth, J A (1996). Radial Pen Gestures are Better than the Macintosh Finder, even without a Pen. HCI'96 Conference, Imperial College, University of London, August 1996.
167. Serra, L, Poston, T, Ng, H, Chua, B C and Waterworth, J A (1995). Interaction techniques for a virtual workspace. Paper and video presented at the International Conference on Artificial Reality and Tele-Existence (ICAT) /Conference on Virtual Reality Software and Technology (VRST) '95, Makuhari Messe, Japan, November 1995.
168. Smoliar, S W, Waterworth, J A and Kellock, P R (1995). pianoFORTE: a System for Piano Education beyond Notation Literacy. Proceedings of ACM Multimedia '95 Conference, San Francisco, November.
169. Waterworth, J A (1995). 'HCI Design as Sensory Ergonomics: Creating Synaesthetic Media'. Proceedings of IRIS-18: Information Systems Research Seminar in Scandinavia. (Gjern Feriecenter, Denmark, August 11-13 1995). B Dahlbom, F Kämmerer, F Ljungberg, J Stage and C Sorensen (eds), Gothenburg Studies in Informatics, Report 7, 743-753, 1995.
170. Waterworth, J A and Serra, L (1994). 'VR Management Tools: Beyond Spatial Presence'. CHI'94 Conference on Human Factors in Computing Systems (Boston, April 1994). New York: ACM.
171. Waterworth, J A and Singh, G (1994). Information Islands: Private Views of Public Places. In Proceedings of MHVR'94 East-West International Conference on Multimedia, Hypermedia and Virtual Reality. Moscow, September 14-16, 1994.
172. Waterworth, J A and Motiwalla, J (1991). HCI Research at the Institute of Systems Science. Laboratory Overview. In Proceedings of ACM CHI'91 Conference on Human Factors in Computer Systems (New Orleans, USA, 1991). New York, ACM.

173. Nordhausen, B, Chignell, M H and Waterworth, J A (1991). The Missing Link? A Comparison of Manual and Automated Linking in Hypertext Engineering. In Proceedings of Human Factors Society Annual Conference 1991, San Francisco, USA, 1991.
174. Waterworth, J A and Chignell, M H (1990). Dimensions of Exploration in Hypermedia. In Proceedings of IT Works'90, Singapore, 1990.
175. Waterworth, J A (1988). Identifying Interactive Strategies for Conversational Computer Systems. In Proceedings of 12th International Symposium on Human Factors in Telecommunications, The Hague, Netherlands, 1988.
176. Waterworth, J A (1987). Human Factors Research for the VODIS (Voice Operated Database Inquiry System) Project . HCI'87 British Computer Society Conference on Human-Computer Interaction, University of Exeter, UK, 1987.
177. Waterworth, J A (1986). Conversational Analysis and Human-Computer Dialogue Design. Poster paper at ACM CHI'86 Conference on Human Factors in Computer Systems, Boston, USA, 1986.
178. Waterworth, J A (1985). The Cognitive Effort of Processing Synthetic Speech. In Proceedings of the 11th International Symposium on Human Factors in Telecommunications, Cesson-Sevigne, France, 1985.
179. Waterworth, J A (1985). The Design of Voice Messaging Systems. In Proceedings of 9th Congress of the International Ergonomics Association, Bournemouth, UK, 1985.
180. Waterworth, J A and Thomas, C T (1985). Why is Synthetic Speech Harder to Remember than Natural Speech?. In Proceedings of ACM CHI'85 Conference on Human Factors in Computer Systems (San Francisco, USA, 1985). New York: ACM.
181. Waterworth, J A and Cox, A C (1983). Interaction with Machines by Voice. In Proceedings of 10th International Symposium on Human Factors in Telecommunications, Helsinki, Finland, 1983.
182. Waterworth, J A, Cooper, M B and Cox, A C (1982). System-X Automated Number String Announcements. In Proceedings of Ergonomics Society Annual Conference, University of Sussex, UK, 1982.
183. Waterworth, J A (1980). Conscious Processing Load and Subjective Duration. British Psychological Society Conference on Postgraduate Psychology, University of Lancaster, UK, 1980.

Other Selected Publications, Keynote Presentations, Conference Workshops, etc.

184. Waterworth, J A & Tjostheim, I (2022). Digital Travel: trends and future possibilities. Invited keynote address at the opening of the Masters in UX Psychology, Università Cattolica del Sacro Cuore, Milan, Italy, January 21, 2022.
185. Waterworth, J A (2019). The Primacy of Presence: supporting psychological wellbeing with interactive technology. Invited keynote address at Digital Transformation and Global Society (DTGS) 2019. St Petersburg, Russia, June 2019.
186. Waterworth, J A (2012). Altered, expanded and distributed embodiment: three transit points to Human-Computer Confluence. Invited keynote address to First Summer School on Human-Computer Confluence, Milan, July 2012.
187. Waterworth, J. A. (2010) AGNES: Involving Users in Innovation. Invited presentation at ICT 2010, EU event, Brussels, September 27-29 2010.
188. Waterworth, J. A. (2010) Some experiences with interregional EU funding in Västerbotten. Invited presentation at Conference of Peripheral and Maritime Regions (CRPM) Innovation Seminar, Lahti, Finland, September 16-17, 2010.

189. Helgason, I, Smyth, M, McCall, R and Waterworth, J A (2009). The body and the urban space. Presentation at the FP7 European Future Technologies Conference: Science beyond fiction. Prague, 21-23 April.
190. Waterworth, J A, Waterworth E L, Riva, G and Mantovani, F (2008). Form, Content and Consciousness: An evolutionary account of the sense of presence in real and mediated environments. Umeå University, Department of Informatics Research Report RR-08.01.
191. Waterworth, J A (2008). From Being to Becoming. Invited article in KEHO: the virtual place for presence research, 4.
192. Waterworth, J A (2007). The Self, the Cyborg, and the Other. Invited keynote address to PEACH (Presence Research in Action) Summer School on "Presence, towards human-machine confluence". Santorini, Greece, July 2007.
193. Waterworth, E L and Waterworth, J A (Editors) (2006). Special issue of PsychNology journal on Designing technology to meet the needs of older users.
194. Waterworth, J A (2006). Is HCI spiralling out of control (and does it matter?). Interfaces (BCS HCI Group Newsletter), 66, Spring 2006.
195. Waterworth, J A (2003) Panellist in discussion on "Presence Foundations", with Mel Slater and Frank Biocca. Presence 2003. Aalborg, Denmark, October 6-8.
196. Waterworth, J A (2003). VR and the Meaning of Presence. Invited presentation at Virtual Reality and Behavioral Sciences Summer School, Université de la Méditerranée, Marseille, France, May 2003.
197. Waterworth, J A (2002). Finalist in The Stockholm Challenge Award 2002, with the project "The Illusion of Being", October 7:th-10th 2002. During these days the project was exhibited in Stockholm.
198. Interactive Institute (2001). The Illusion of Being – a DVD presentation from Interactive Institute in Umeå, Sweden.
199. Waterworth, J A (2001). Creative Spaces, The Interactive Tent, and the Illusion of Being. Invited presentation to CRIM (Centre de Recherche Informatique de Montreal), Montreal Canada. March 30, 2001.
200. Waterworth, J A (2001). Focus, Locus and Sensus - Supporting human creativity by exploiting the psychological realities of virtual experience. First Internet Bay Conference on Science & Cyber, 14-17 February at Arcus in Luleå, Sweden.
201. Waterworth, E L and Waterworth J A (2000). Perceptually Seductive Communication (PSC) - a primordial way to communicate through technology. Presented at the 4th Swedish Symposium on Multimodal Communication. Stockholm, October 2000
202. Waterworth, J A (2000). MUSE: Mediated Understanding and Sensory Exploration. Invited presentation to KVIT 2000, Symposium om Kognitionsvetenskap & Informationsteknik. Linköping, May 2000.
203. Waterworth, J A and Modjeska, D (1999). Desktop VR and the Visualisation of Meta-information. Presented at Future Directions in Virtual Environments II Workshop, KTH, Stockholm, 11-12 November 1999.
204. Waterworth, J A and Lindh Waterworth, E (1999). Education as Exploration: being, going, and changing the world. Presented at the 4th Panhellenic Conference on Didactics of Mathematics and Informatics in Education, University of Crete, Greece, October 1999.

205. Waterworth, J A (1999). Information, Islands, and Bodies. Presented at the International Workshop on Arcadian Virtuality, Sitges, Spain, March 1999.
206. Waterworth, J A (1998). Virtual Reality in Medicine: A Survey of the State of the Art. Umeå University, Department of Informatics Research Report #9801, October 1998.
207. Waterworth, J A (1998). A Spectrum of VR Assessment: From Outside-In to Inside-Out. Presented at BCS Workshop on Evaluation of Virtual Environments, De Montford University, Leicester, UK, December 1998.
208. Waterworth, J A (1998). The Primacy of Human Consciousness: towards a post-mechanistic conception of man, mind and creativity. Invited presentation to FAUST'98 - Forum des Arts de l'Univers Scientifique et Technologique, Toulouse, France, October 1998.
209. Waterworth, J A (1995). Viewing Others and Others' Views: Presence and Concealment in Shared Hyperspace'. Workshop on Social Contexts of Hypermedia, 16-17 February 1995, Umeå University, Sweden.
210. Waterworth, J A (1986). Conversational Computer Systems. Invited keynote address to NATO Workshop on the Structure of Multimodal Dialogues, Corsica, France, 1986.